Microlite20
House Rules v1.2

Stats
There are 3 stats: Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (**STAT**-10)/2, round down.

Races
There are 7 different races; humans, dwarves, elves, gnomes, half-elves, half-orcs and halflings.

Humans
The most adaptable of all races, humans are come in all shapes and colors.

Racial traits
- +3 to all skills at first level

Dwarves
Dwarves are grumpy and hardworking and are known of being good miners, warriors and beer-drinkers. They distrusts everyone and hates orcs and goblinoids.

Racial traits
- +2 to STR
- +2 on saving throws against poison and magic
- +4 to AC against giant type monsters
- darkvision

Elves
The fair elves are poetic and love the nature. The are polite to everyone that don't live up to the standard of being an elf.

Racial traits
- +2 to DEX
- +2 on ranged attacks
- +2 on search rolls, automatically rolls to find secret doors
- low-light vision

Gnomes
Gnomes are curios inventors and animal-friends who love a good joke. The mix well with dwarves and halfling, but are suspicous of the taller races.

Racial traits
- +2 to MIND
- +2 on saving throws against illusions
- +1 to AC because they are small
- low-light vision

Half-elves
Never really at home among humans or elves, half-elves sometimes feel like outsiders. They have the ambitions of a human and the artistic nature of the elf.

Racial traits
- +2 on search rolls
- +3 to Communication
- low-light vision

Half-orcs
Half-orcs are short-tempered who rather act than ponder and rather fight than argue. They have a hard time to get accepted by other races.

Racial traits
- +4 to STR
- -2 to MIND
- darkvision

Halflings
A curios, almost reckless race, halflings are known to spend gold as quickly as they find it. Rich halflings are known for their large collections of curiosities.

Racial traits
- +2 to DEX
- +3 to Subterfuge
- +2 on saving throws against fear
- +1 to AC because they are small

Description
To determine age, height, weight and starting gold of the character, use the Description rules in the SRD or PHB.

Classes

There are 8 classes; bards, clerics, druids, fighters, paladins, rangers, rogues and wizards.

Bards

The Bard is a performer whose music works magic - a wanderer, a tale-teller, and a jack-of-all trades.
The Bard...

- can wear light armor
- can use a light shield
- can use light or medium weapons
- gains a +2 bonus to Communication, Subterfuge, and Knowledge.
- Class-skill is Knowledge.
- A Bard can counter sound-based effects within a 30' radius with a Magic attack roll instead of making a save roll. This applies to all affected creatures hearing the Bard within the range and allows additional saving rolls – using the Bards Magic attack roll.
- A Bard can use his song to charm a person or remove fear up to 3 times (total) per day. DC equals 10 + Bards level + MIND bonus.
- At 6th level, a Bard casts spells as a Wizard of 5 levels lower. HP Cost for each spell is multiplied with 5. DC is adjusted with -5.
- HD is d6.
- Base Attack Bonus is 3/4 Level.

Clerics

The Cleric is a master of divine magic and a capable warrior as well.
The Cleric...

- can wear light or medium armour
- can use shields
- can use light, medium or heavy weapons
- can cast divine spells
- gains +3 bonus to Communication.
- Class-skill is Communication.
- can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.
- HD is d8.
- Base Attack Bonus is 3/4 Level.

Druids

The Druid is one who draws energy from the natural world to cast divine spells and gain strange magical powers.
The Druid...

- can wear non-metal light or medium armor
- can use shields
- can use non-metal light, medium or heavy weapons.
- can cast Druid spells
- gains +2 to Knowledge checks.
- Class-skill is Knowledge.
- are immune to the spell-like effects of woodland fey.
- can at 3rd level can pass without trace at will.
- can at 7th level assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2hp per level when changing back into his human form.
- HD is d8.
- Base Attack Bonus is 3/4 Level.

Fighters

The Fighter is a warrior with exceptional combat capability and unequaled skill with weapons.
The Fighter...

- can wear and use any kind of armour, shields and weapons.
- have a +3 bonus to Physical.
- Class-skill is Physical.
- HD is d10.
- Base Attack Bonus equals the Level.

Paladins

The Paladin is a champion of justice and destroyer of evil, protected and strengthened by an arrow of divine powers.
The Paladin...

- can wear and use any kind of armour, shields and weapons.
- have a +1 bonus to Physical and a +2 bonus to Communication checks.
- Class-skill is Communication.
- are immune to diseases
- apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on).
- can detect evil within 60' at will and can heal up to 2hp per level per day by laying on hands.
- must be of Lawful Good alignment
- HD is d10.
- Base Attack Bonus equals the Level.

Rangers

The Ranger is a cunning, skilled warrior of the wilderness.
The Ranger...

- can use light or medium armor
- can use shields
- can use light, medium and heavy weapons.
- have +1 to hit and damage with ranged

weapons
- only incur a -1 to hit penalty when fighting with 2 weapons.
- have a +1 bonus to Physical
- have a +2 bonus to Subterfuge.
- Class-skill is Subterfuge.
- At first level and every fifth level after, the Ranger chooses a favored enemy. The ranger gets a +2 bonus to all rolls against the favored enemy.
- At 4th level rangers casts divine spells as a cleric of 3 levels lower. HP Cost for each spell is multiplied with 3. DC is adjusted with -3.
- HD is d8.
- Base Attack Bonus equals the Level.

Rogues

The Rogue is a tricky, skillful scout and spy who wins the battle by stealth rather than brute force.
The Rogue...

- can use light armour
- can use light shields
- can use light and medium weapons.
- have a +3 bonus to Subterfuge.
- Class-skill is Subterfuge.
- If they successfully Sneak (usually subt+DEX, but depends on situation) against a foe they can add their Subterfuge skill rank to the damage of their first attack that round.
- HD is d6.
- Base Attack Bonus is 3/4 Level.

Wizards

The Wizard is a potent spellcaster schooled in the arcane arts.
The Wizard...

- cannot wear armour or shields
- can only use clubs, daggers, heavy and light crossbows, or quarterstaffs
- can cast arcane spells
- gains a +3 bonus to Knowledge.
- Class-skill is Knowledge.
- HD is d4.
- Base Attack Bonus is 1/2 Level.

Skills

There are just 4 skills: Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level or 1/2 level depending on class + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers.

Converted D20 Skills

Appraise	comm+MIND
Balance	phys+DEX
Bluff	comm+MIND
Climb	phys+DEX or STR, whichever is highest
Concentration	doesn't apply. GM's fiat applies
Craft	it's an out of game thing. No one /ever/ crafts things in-game, so it's a redundant skill. Alternatively, know+DEX
Decipher Script	know+MIND or comm+MIND
Diplomacy	comm+MIND
Disable Device	subt+MIND or subt+DEX
Disguise	subt+MIND
Escape Artist	subt+DEX or subt+STR, depending on what you're escaping out of
Forgery	comm+DEX
Gather Information	comm+MIND
Handle Animal	comm+MIND or comm+STR if the animal is bigger than you
Heal	know+MIND
Hide	subt+DEX
Intimidate	could be phys+STR, or subt+MIND or comm+STR. DM's choise
Jump	phys+STR (long jump) or phys+DEX (high jump)
Knowledge	know+MIND
Listen	subt+MIND
Move Silently	subt+DEX
Open Lock	subt+DEX
Perform	comm+MIND, though it could be DEX if you're juggling, or STR if you're a weightlifter
Profession	comm+MIND, usually
Ride	comm+DEX
Search	subt+MIND
Sense Motive	comm+MIND
Sleight of Hand	subt+DEX
Speak Language	doesn't apply. You either know the language or you don't. Alternatively, comm+MIND to understand subtle nuances
Spellcraft	MIND only
Spot	subt+MIND
Survival	phys+STR to survive, or subt+DEX or STR to hunt.
Swim	phys+STR
Tumble	phys+DEX
Use Magic Device	you can either use it, or you can't. GM fiat. Alternatively, MIND only
Use Rope	no used

Saving Throws

Fortitude	=	Physical + STR bonus
Reflex	=	Physical + DEX bonus
Will	=	MIND bonus + level

Hit Points

Hit Points = 1HD + STR bonus each Level. Starting HP is always maximum.

Damage

- If HP reach 0, the PC is still mobile, but cannot attack and only move at half speed.

Harsh actions deals 1 point of damage.
- If HP reach -1 to -9, the PC is unconscius. The PC still looses 1 HP/round. 10% chance to stabilize.
- If HP reach -10, the PC is dead.

For convenience, monster and other opponents are considered dead when reaching 0 HP.

Magic

Wizards and Bards can cast arcane spells, and Clerics and Druids can cast divine spells, with a spell level equal or below 1/2 their class level, rounded up. Use the spell lists in the SRD. All spells are available and known.

Casting a spell of any kind costs Hit Points (subdual). The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance. Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus.

Select one "signature" spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Combat

Roll d20 + DEX bonus for initiative order.

Each round, you can perform an action (draw weapon, make one attack, cast a spell etc.) and a move action (move your speed, stand up etc.), or you can perform a full-round action (double move or full attack). You can also perform one or more free actions (speak or drop an item).

Melee attack bonus	STR bonus + Level
Missile attack bonus	DEX bonus + Level
Magic attack bonus	MIND bonus + Level
Armor Class (AC)	10 + DEX bonus + Armor bonus

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Characters of Fighter and Rogue classes can wield 2 light weapons and make a *Full Attack* with both if they take a -2 penalty on all attack rolls. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total BAB is +6 or more a second attack can be made with a -5 penalty in a *Full Attack*. If the total BAB is +11 or more a third attack can be made at -10, and a fourth at -15 if the BAB is +16 or more. For example, if the BAB is +12, three attacks can be made at +12/+7/+2. No more than four attacks can be made in a round, regardless of BAB (five if two weapons are used).

Movement

All have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor per combat round.

Critical Hits

Natural 20 = Maximum damage
Double 20 = Double maximum damage
Triple 20 = Instant death to opponent

Fumble

Natural 1 = Looses next action
Double 1 = Looses next action, max damage to self
Triple 1 = Instant death to self

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in and multiply with 100. When the total = 1000 x your current level, you've advanced to the next level.

For convenience, use the XP table in the PHB.

Level Gains

- +1HD + STR bonus to Hit Points
- +Level to the Class Skill
- +1/2 Level to all other skills
- re-calculate BAB and change the attacks accordingly
- if the level divides by three (i.e. level 3,6,9,etc.) add 1 point to one Stat.